



New Classes

Krogon Battlemaster - Vanguard



Combining the same tank-like toughness of the other krogon classes, their racial affinity towards more “hands-on” violence, with the class-defining Vanguard ability to get close to the enemy and inflict immense damage in the blink of an eye, the Krogon Vanguard is a beast of a class in every sense. Biotic Charge is as powerful as ever, naturally restoring half of your shields upon impact with an enemy, and this can be leveled to restore full shields with every use. The Carnage ability remains an effective armor and health shredding ability, while Barrier bolsters the already impressive defenses of a krogon at the cost of increased cooldown times.



What makes the Krogon Vanguard so much fun to play is tied directly into the Krogon Rage passive power. Killing three enemies with melee attacks within 30 seconds with melee attacks drives the krogon into a rage that increases melee damage and reduces all damage taken for thirty seconds. With Biotic Charge, you can constantly find new victims and fuel your krogon rage almost endlessly. Take a light weapon like the Disciple shotgun with you, and you'll have Biotic Charge and Carnage available almost constantly, on top of having a solid close to mid-range solution.



Krogon Battlemaster Powers

Vanguard

Biotic Charge
Carnage
Barrier

Note

Krogon Vikings have the Krogon Battlemaster and Rage passive powers.

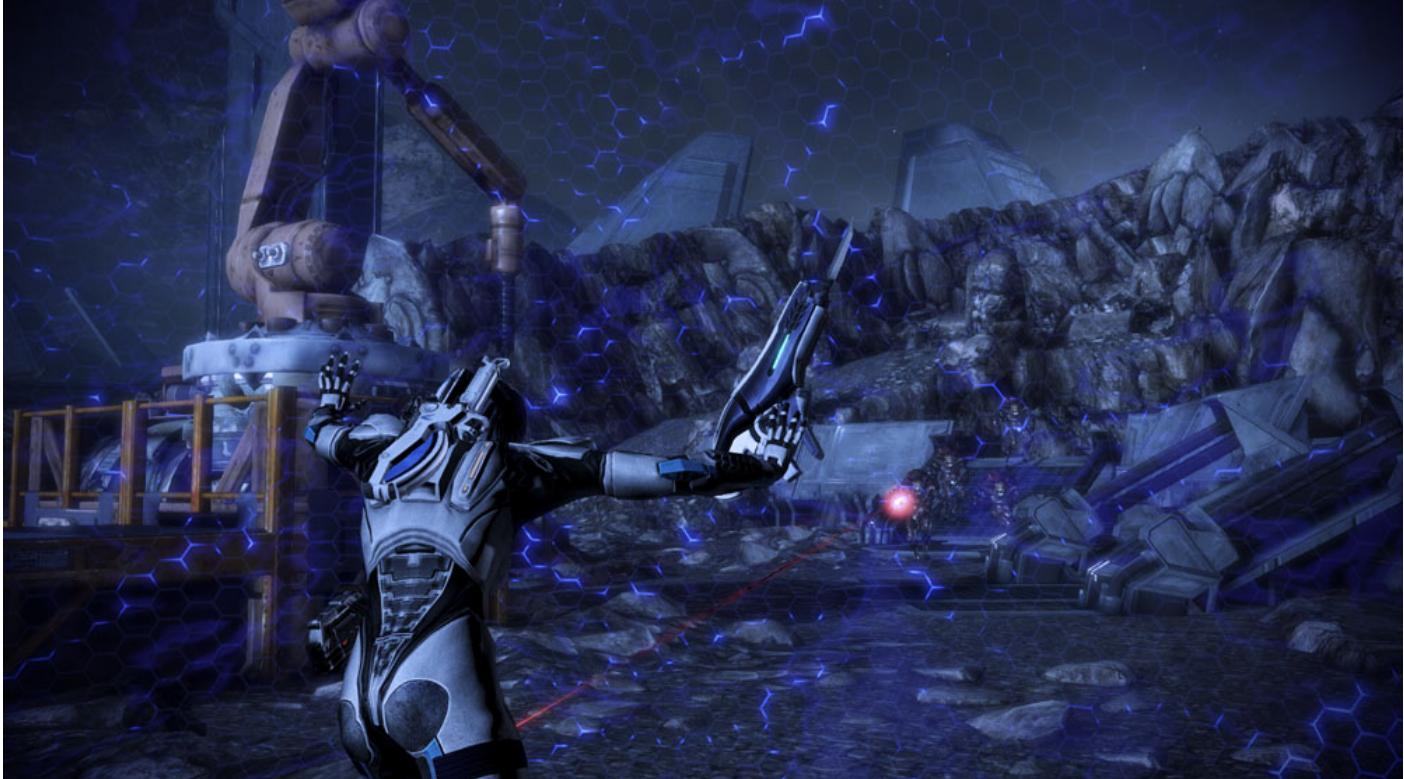
FREE

New Classes

Asari Justicar - Adept



Asari Justicars act as a support specialist to a squad. Their Biotic Sphere ability places a bubble shield where the Justicar stands, improving the defenses of those standing within it for the time the shield lasts, an excellent tool for objectives that require a team to hold a specific position. Biotic Sphere can even be leveled up to inflict a Warp effect on the enemy, causing damage and setting up a Biotic Explosion combo with other biotic abilities. Reave helps break down enemy defenses while improving the Justicar's own, while Pull is another ability that can be used to set up biotic combos, or help break down the defenses of its victims



Asari Justicars do not enjoy the crowd control ability of the standard Asari Adept, and because of their orientation towards more a more supportive role in combat, they are not as effective by themselves. However, when working in coordination with a team, a Justicar can help make the killing go much faster.



Asari Justicar Powers
Adept
<div> <div>Biotic Sphere</div> <div>Reave</div> <div>Pull</div> </div>

Note

Asari Justicar Adepts have the Asari Justicar and Fitness passive powers

FREE

New Weapons Striker Assault Rifle



Available as random rewards from the in-game store are three new weapons: the Striker Assault Rifle, the **Kishock Harpoon Gun**, and the **Geth Plasma SMG**. This guide will show you the basic statistics of each weapon at levels 1 and 10, to help compare the guns to anything else you might have in your arsenal.

Striker Assault Rifle



The Striker is a fully-automatic weapon that functions more as a grenade launcher than a rifle, firing high-impact slugs that detonate on contact. The weapon increases its rate of fire the longer the trigger is held, which is devastating if the weapon can be kept on-target. In an attempt to market the Striker outside of the Krogan DMZ, the gun was designed to be fired by non-krogan, but its recoil tends to off-balance smaller species. Enthusiasts point out that the target on the receiving end of a Striker has far worse things to worry about than balance.



10/10

Striker Assault Rifle I (?)

Weight	<div></div>
Capacity	<div></div>
Fire Rate	<div></div>
Damage	<div></div>
Accuracy	<div></div>

Weapon Mods



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Striker Assault Rifle X (?)

Weight	<div></div>
Capacity	<div></div>
Fire Rate	<div></div>
Damage	<div></div>
Accuracy	<div></div>

Weapon Mods

FREE

New Weapons
Kishock Harpoon Gun



Kishock Harpoon Gun



An Alliance captain on her fifth tour of the Terminus Systems once said that seeing a Kishock was the easiest way to tell if she was being attacked by batarian mercenaries or slavers, since “no bastard with a Kishock means to take you alive.” This powerful sniper rifle fires a harpoon-like spike that causes massive internal bleeding, and its miniaturized disrupters will also destroy synthetics. The rifle’s biggest drawback is that it must be reloaded after every shot, but for those with steady aim and good timing, one shot is enough.



9/9

Kishock Harpoon Gun I (?)

Weight	<div></div>
Capacity	<div></div>
Fire Rate	<div></div>
Damage	<div></div>
Accuracy	<div></div>

Weapon Mods



9/9

Kishock Harpoon Gun X (?)

Weight	<div></div>
Capacity	<div></div>
Fire Rate	<div></div>
Damage	<div></div>
Accuracy	<div></div>

Weapon Mods

FREE

New Weapons
Geth Plasma SMG



Geth Plasma SMG



This submachine gun works on the same principles as the Spitfire: it shoots super conducting toroids that break apart on impact, retaining an electrical charge that flash-converts the shrapnel into plasma. Unlike the Spitfire, however, this smaller geth weapon has been modified to take thermal clips. Holding down the trigger speeds up its rate of fire, rapidly depleting the gun's heat sink in exchange for nearly continuous fire.

6/6

Geth Plasma SMG I (?)

Weight

Capacity

Fire Rate

Damage

Accuracy

Weapon Mods

[]

[]

[]

[]

6/6

Geth Plasma SMG X (?)

Weight

Capacity

Fire Rate

Damage

Accuracy

Weapon Mods

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FREE

New Equipment

New Consumables



New Bonus Equipment

The four new pieces of bonus equipment that can be earned from purchasing enhancement packs are as follows:

Strength Enhancer: Applies a melee damage boost for one mission.

Targeting VI: Applies a headshot damage bonus for one mission.

Shield Power Cell: Shortens the length of time shields take to begin recharging for one mission.

Stabilization Module: Stabilizes weapons while firing and moving for one mission.

Note

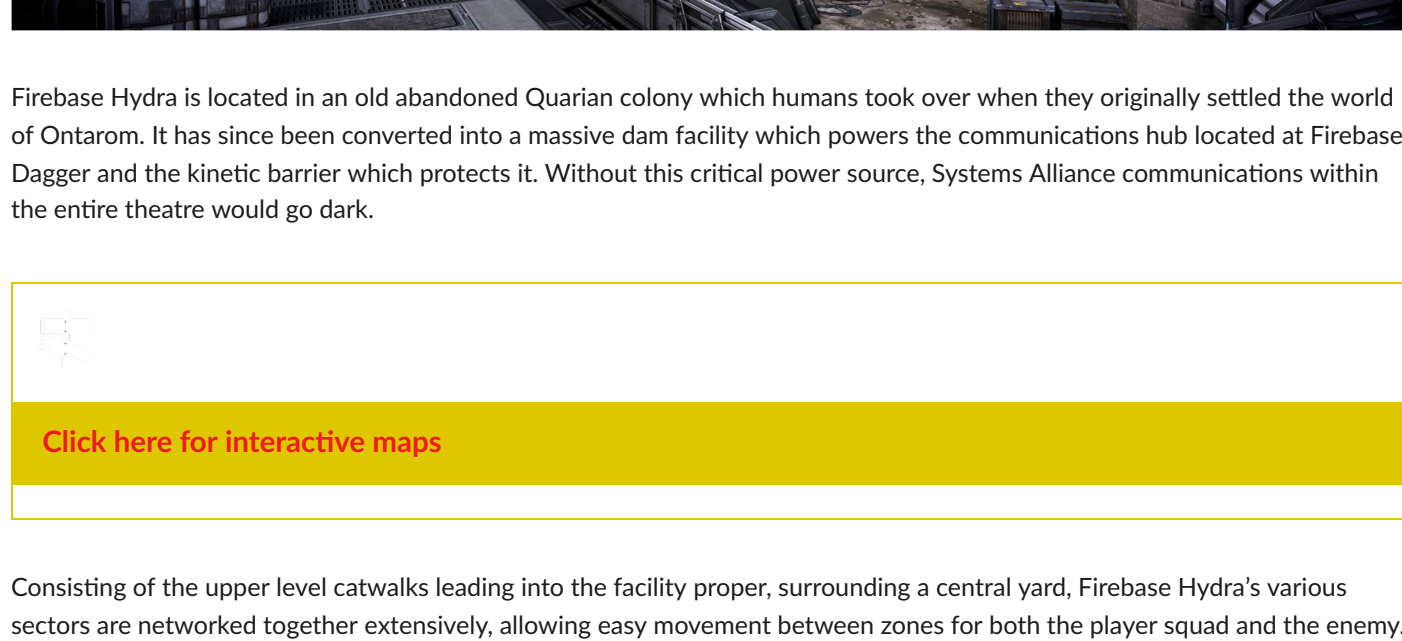
As with all other pieces of Bonus Equipment, the effects of these items last for one mission only, win or lose. Make them count!

FREE

New Battlefields
Firebase Hydra

MASS EFFECT 3
Resurgence Pack

Firebase: Hydra

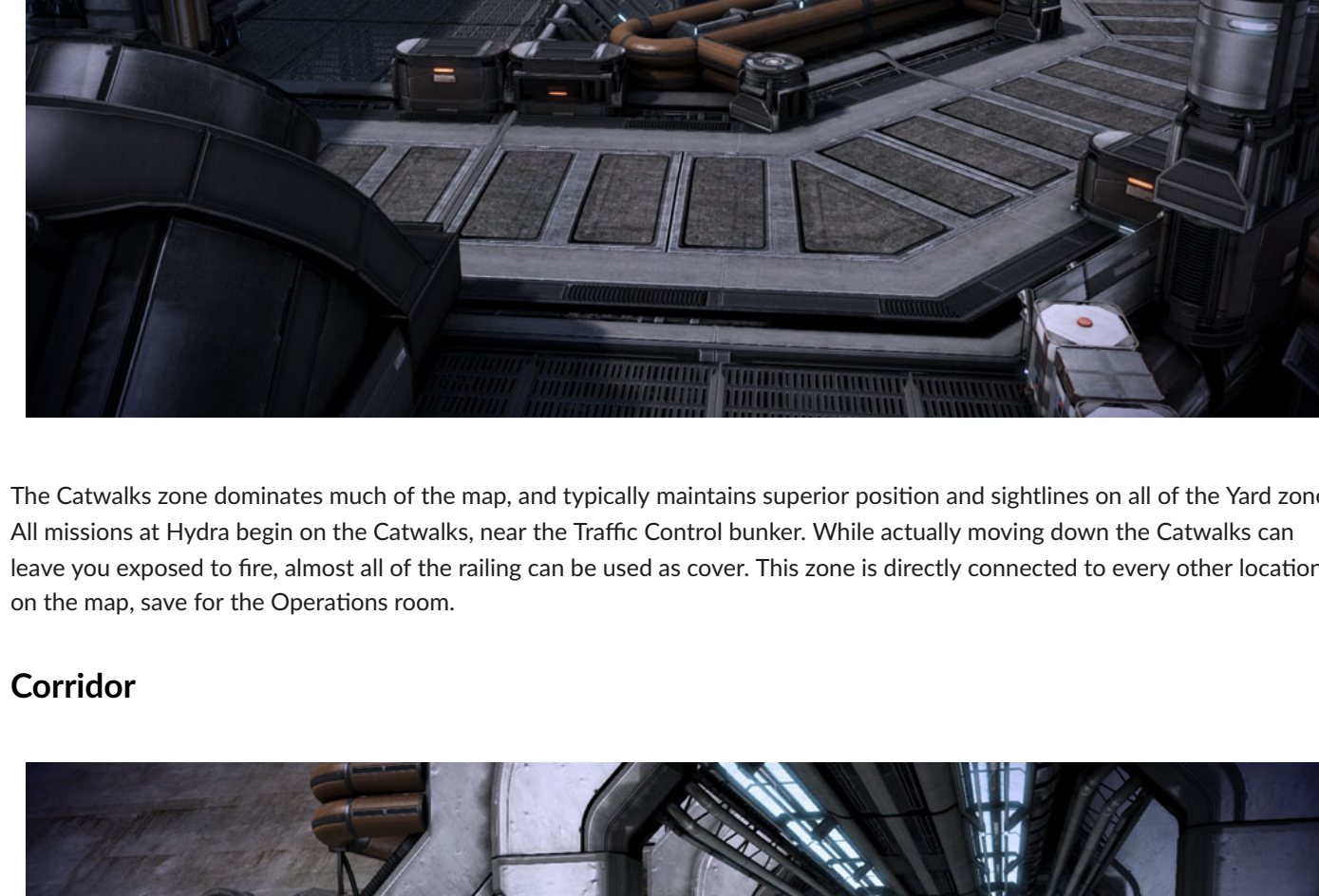


Firebase Hydra is located in an old abandoned Quarian colony which humans took over when they originally settled the world of Ontarom. It has since been converted into a massive dam facility which powers the communications hub located at Firebase Dagger and the kinetic barrier which protects it. Without this critical power source, Systems Alliance communications within the entire theatre would go dark.



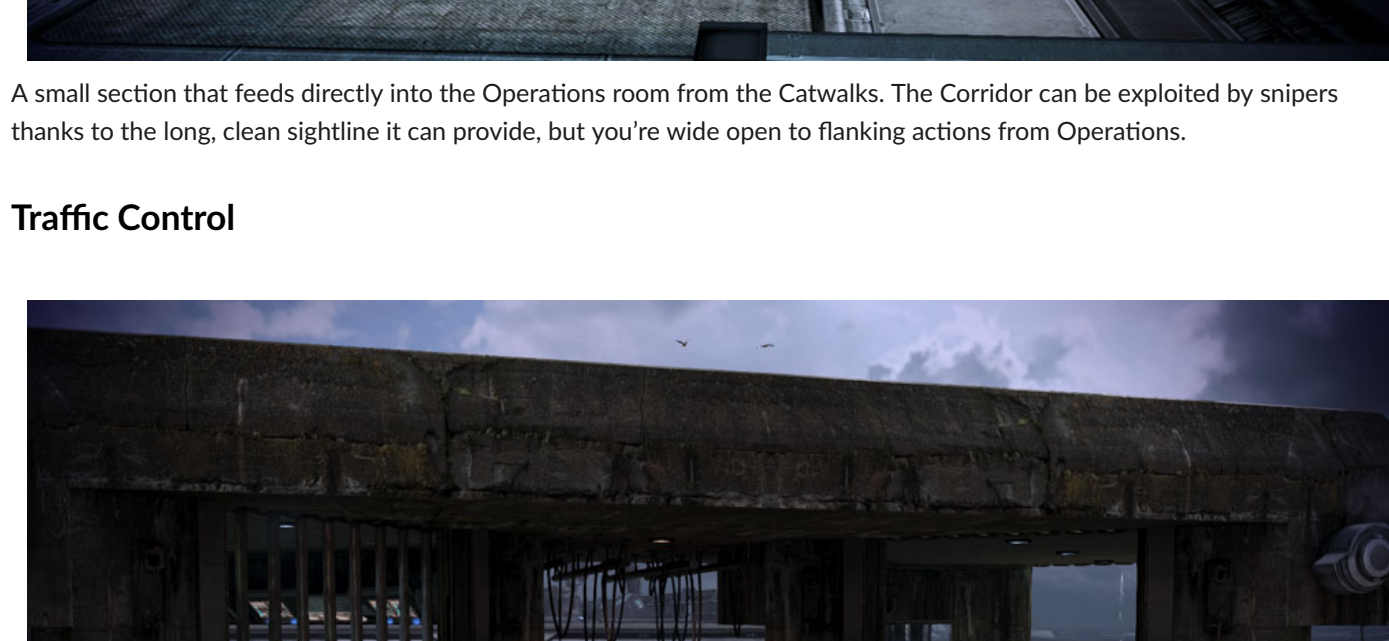
[Click here for interactive maps](#)

Consisting of the upper level catwalks leading into the facility proper, surrounding a central yard, Firebase Hydra's various sectors are networked together extensively, allowing easy movement between zones for both the player squad and the enemy. Much of Hydra is filled with useful environmental cover, which can extend firefights against the more tactical Cerberus into a game of cat and mouse.



The Catwalks zone dominates much of the map, and typically maintains superior position and sightlines on all of the Yard zone. All missions at Hydra begin on the Catwalks, near the Traffic Control bunker. While actually moving down the Catwalks can leave you exposed to fire, almost all of the railing can be used as cover. This zone is directly connected to every other location on the map, save for the Operations room.

Corridor



A small section that feeds directly into the Operations room from the Catwalks. The Corridor can be exploited by snipers thanks to the long, clean sightline it can provide, but you're wide open to flanking actions from Operations.

Traffic Control



Directly next to the starting position on the Catwalks, Traffic Control consists of two small rooms elevated over the Yard via a set of ramps. A team can conceivably hold Traffic Control by keeping guard over the entrance from the Catwalks and the ramp leading down into the Yard, but the tight quarters of this location means that stealth units like the Phantom or the **Geth** Hunter sneaking into the area can prove disastrous.

Yard



The other large section of Hydra, the Yard, is at a lower elevation compared to every other section of the map, which can be a blessing or a curse depending on the squad's position. Fortunately, the Yard is filled with much in the way of environmental cover, which can make defending static objectives in this sector a little easier.

Operations

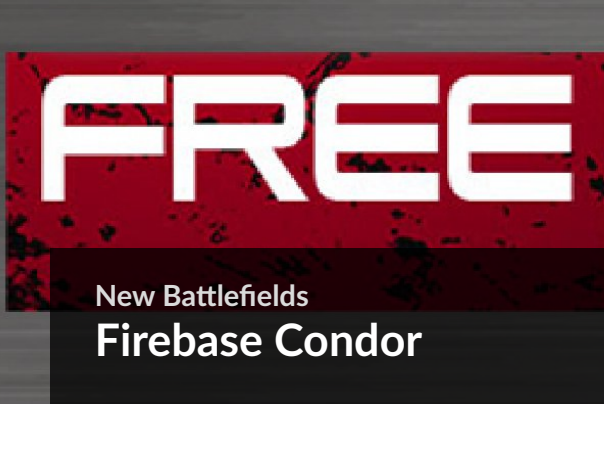


Sandwiched between Corridor and the Sluice Gate, Operations is a location often used by the Hacking objectives mode, and it can prove daunting to defend. Corridor has two large entrances leading into operations, while the way leading to the Sluice Gate is not easy to cover without exposing yourself in the process.

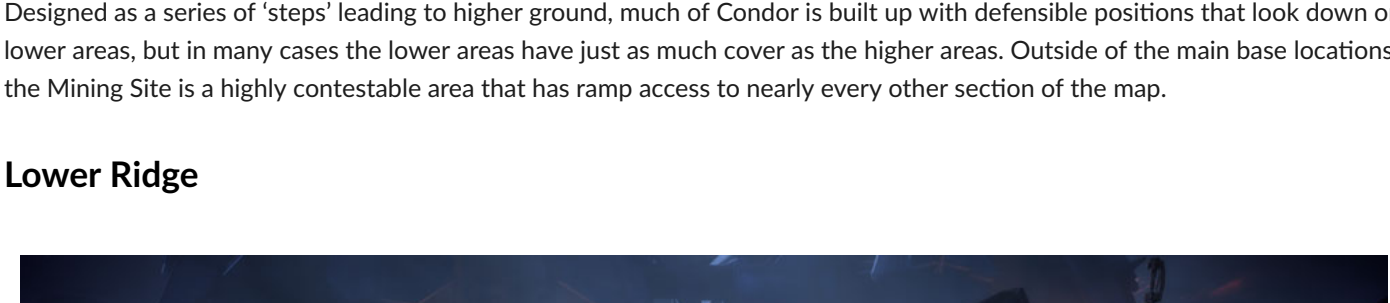
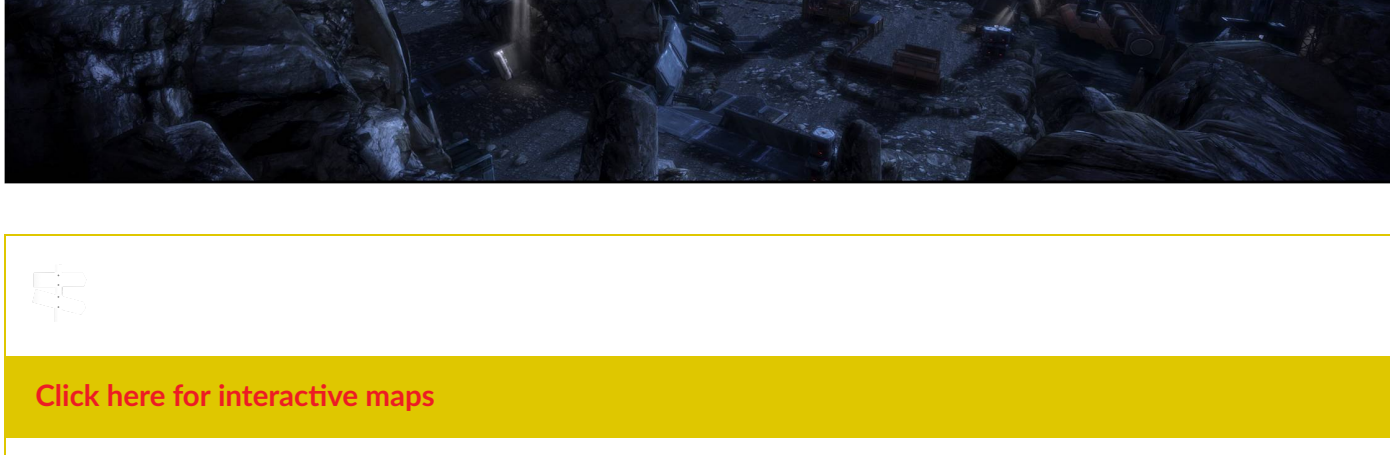
Sluice Gate



Overlooking a portion of the Yard, the Sluice Gate can be used to suppress hostiles in the lower areas or those trying to pass through Operations. Be aware that you are vulnerable to sniping from much of the Catwalks and even from Traffic Control.

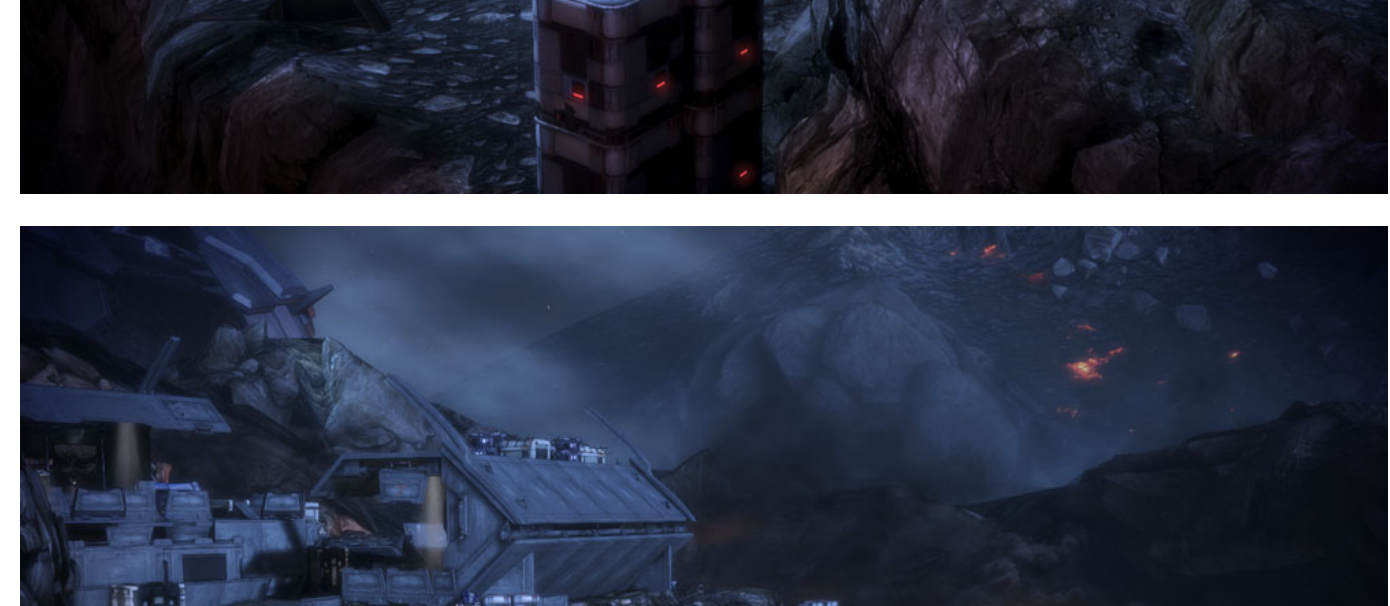


Firebase: Condor



Designed as a series of 'steps' leading to higher ground, much of Condor is built up with defensible positions that look down on lower areas, but in many cases the lower areas have just as much cover as the higher areas. Outside of the main base locations, the Mining Site is a highly contestable area that has ramp access to nearly every other section of the map.

Lower Ridge



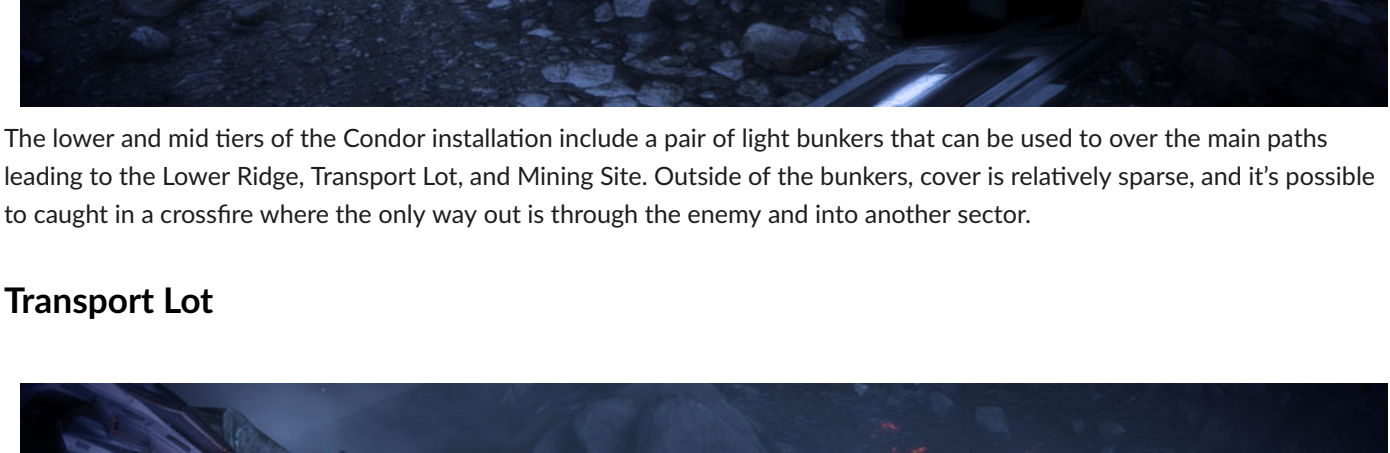
The starting location of the map and Extraction point, the Lower Ridge is actually quite defensible despite the Camp area looking directly into this zone. Holding down this sector against determined assault in the endgame is feasible. Breaking out into other sectors should you get pinned down here is another matter altogether, as squads are very much caught in a funnel that allows hostiles both superior position and cover.

Camp



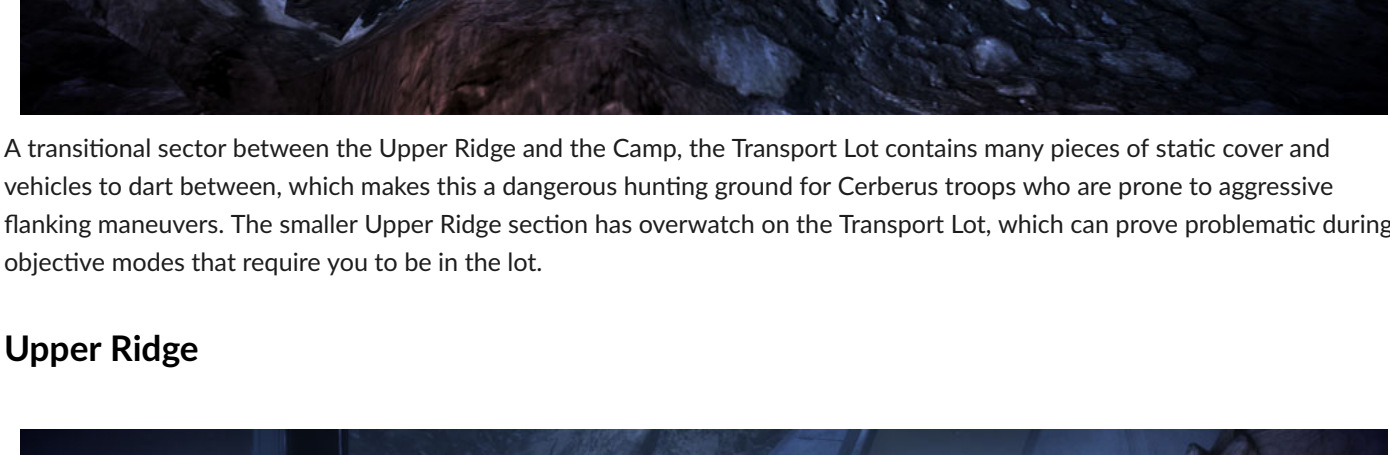
The lower and mid tiers of the Condor installation include a pair of light bunkers that can be used to over the main paths leading to the Lower Ridge, Transport Lot, and Mining Site. Outside of the bunkers, cover is relatively sparse, and it's possible to caught in a crossfire where the only way out is through the enemy and into another sector.

Transport Lot



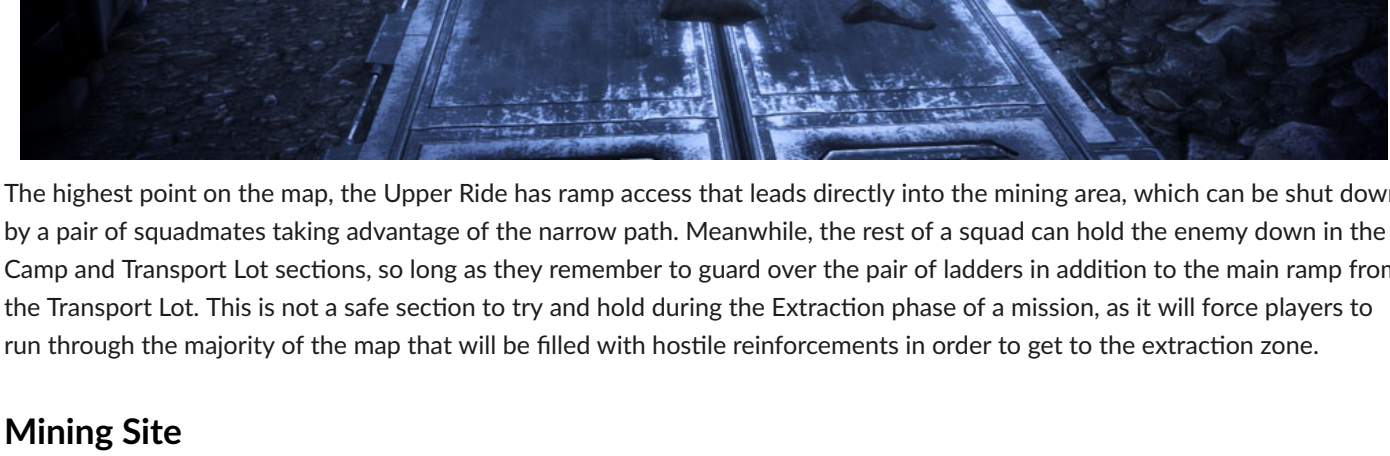
A transitional sector between the Upper Ridge and the Camp, the Transport Lot contains many pieces of static cover and vehicles to dart between, which makes this a dangerous hunting ground for Cerberus troops who are prone to aggressive flanking maneuvers. The smaller Upper Ridge section has overwatch on the Transport Lot, which can prove problematic during objective modes that require you to be in the lot.

Upper Ridge



The highest point on the map, the Upper Ridge has ramp access that leads directly into the mining area, which can be shut down by a pair of squadmates taking advantage of the narrow path. Meanwhile, the rest of a squad can hold the enemy down in the Camp and Transport Lot sections, so long as they remember to guard over the pair of ladders in addition to the main ramp from the Transport Lot. This is not a safe section to try and hold during the Extraction phase of a mission, as it will force players to run through the majority of the map that will be filled with hostile reinforcements in order to get to the extraction zone.

Mining Site



The single largest sector of Condor, the Mining Site has ramp access to every other zone on the map except the Lower Ridge, which is only a short run through a section of the Camp away. With so many points of ingress, defending objectives at the Mining Site can be taxing, particularly on Silver or Gold difficulty. With as large as this area is, crowd control can be somewhat difficult to maintain, as the enemy is more able to spread out and avoid Stasis bubbles or grenades.